



# TELERIK SOFTWARE ACADEMY

## 2015/2016

C# PART 2 TEAM PROJECT

# TELERIK SOFTWARE ACADEMY

## TEAM MAGOG

### TEAM MEMBERS:

*Konstantin Simeonov – kon.simeonov*

*Vasil Dinev - vassildinev*

*Ivelina Petkova – Ivelina.Petkova*

*Elena Ruseva – e.russeva*

*Borja Panadero – Borja.panadero*

*Kristian Marinov – koko\_9898*

*Alexander Angelov – Obelixx*

*Boryana Todorova - Boryana*

# PROJECT DESCRIPTION

THE TEAM HAS DEVELOPED A GAME CALLED SUPER SHAPKARIO. IT WAS INSPIRED BY THE ALL-TIME CLASSIC SUPER MARIO BROS. THE AIM OF OUR SIMPLE GAME IS TO DODGE OBSTACLES AND VARIOUS ENEMIES DURING ALL LEVELS OF THE GAME, WITH THE ULTIMATE GOAL OF DEFEATING THE BIG BAD BOSS AT THE END OF THE LAST LEVEL.

WE'VE DEVELOPED A TOTAL OF 5 SIMPLE LEVELS JUST FOR THE SAKE OF THE DEMONSTRATION, AS WELL AS A SEPARATE CLASS FOR THEM AND THEIR LOADING. THE LAST IS ACHIEVED BY USING EXTERNAL TEXT FILES AND IN THE ACTUAL CODE THEY REPRESENT ARRAYS OF STRINGS AFTER BEING READ WITH A STREAM READER.

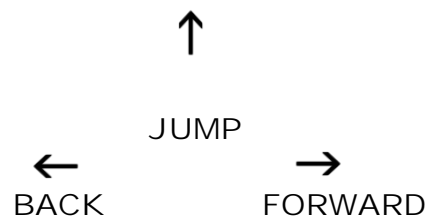
THE SUPER SHAPKARIO HIMSELF REPRESENTS AN ARRAY OF OBJECTS WE'VE DEVELOPED AND NAMED PARTICLES. HE CAN ALSO PERFORM FORWARD AND BACKWARD JUMPS, NOT JUST MOVEMENTS ALONG THE X AXIS.

THE PARTICLES CLASS IS ALSO SEPARATED FROM THE MAIN LOGIC OF THE GAME, WHICH IS LOCATED IN THE ENGINE CLASS.

AS FAR AS THE ENEMIES ARE CONCERNED, THEY TOO HAVE A SEPARATE CLASS, IN WHICH WE'VE DEVELOPED VERY OWN PRINTING AND CLEARING FROM THE CONSOLE WHICH ARE SEPARATE FROM THE MARIO'S. BY DOING SO WE'VE MANAGED TO ACHIEVE A CERTAIN INDEPENDENCY BETWEEN THE SUPER SHAPKARIO AND THE BAD ENEMIES BUT ON THE OTHER SIDE THIS CREATED CERTAIN DIFFICULTIES WHEN DETERMINING COLLISIONS BETWEEN THEM.

IN ADDITION THE TEAM IMPLEMENTED A SOUNDS CLASS PROVIDING THE GAME WITH A MARIO-LIKE SOUND EXPERIENCE.

## CONTROL KEYS:



ESCAPE

## REFERENCES

### GIT REPOSITORY OF THE TEAM PROJECT:

***<https://github.com/koko-9898/C-2ConsoleGameProject>***